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awarding said player one or more prizes according to a dynamic payable that is modified during said game session.

2. (Original) The method of claim 1 wherein said initiating of said game session is initiated by receiving one or more credits.

3. (Original) The method of claim 1 further comprising displaying a top card from said deck of playing cards and awaiting a player instruction to transfer said top card to one of said plurality of playing squares.

4. (Original) The method of claim 3, wherein prior to receiving said player instruction, said player has an opportunity to evaluate a plurality of different actions.

5. (Original) The method of claim 1 further comprising permitting said player to terminate said game session after each game event.

6. (Original) The method of claim 1, wherein said dynamic payable further comprises

a triggering event that is configured to start at least one game history counter for each of said plurality of playing squares, said triggering event is associated with a total count of 21 points, and

a threshold event that is engaged after one or more triggering events, said threshold event configured to use said game history counter to modify a subsequent prize associated with a subsequent triggering event.